

### 10. Broncho Tag (Boys)

Divide players into groups of two's and scatter them around the playing area. Each player is a broncho, one the head and the other the tail. The tail grasps the head from the rear around the waist. Appoint one player to be the runner and one to be the chaser. The runner tries to save himself from being tagged by catching on to the tail of one of the bronchos. The bronchos try to prevent this by running around, wiggling, and squirming. When the runner does succeed in catching on to the tail the head immediately becomes the runner.

### 11. Swat Your Neighbor (Boys)

Arrange group in a circle about two feet apart. Appoint one "IT." The players in the circle face in and bend over with hands on their knees and eyes shut. The "IT" has a swatter (cylindrical piece of canvas stuffed with cotton or a knotted towel); he runs around in back of the circle and quietly puts the swatter in someone's hands. This person turns and swats the man on his right as many times as he can before this man can run to the right around the circle and get back into his place again. The man with the swatter then runs around and puts the swatter in someone else's hands, etc.

### 12. Last Couple Out (Both)

Arrange the players in a column of two's (couples) with the player chosen to be "IT" about ten feet in front, facing in the same direction. At a signal from "IT" the last couple, each running to the outside of the ones directly in front of them, try to join hands in front of the "IT" without being tagged by "IT." The "IT" cannot look around or attempt to tag either of the runners until they are on a line with him. The players running should vary their approach in such a way (by circling wide or zig-zagging, etc.) as to make it difficult to tag them. If one player is tagged he becomes the new "IT" and the other two take their places as the first couple. If neither is tagged the same one is "IT" a second time, etc.

### 13. Hound and Rabbit (Both)

Arrange all but two players in groups of three's scattered over the playing area. Two of the players in each group face each other and join hands, the third gets in between the other two. Appoint one of the remaining two the "RABBIT" and the other the "HOUND." At a signal the hound chases the rabbit trying to tag him. The rabbit may prevent being tagged by running in under any of the groups holding hands—the one already in the center of this group immediately becomes the "rabbit" and must run or be tagged by the "hound." If the hound does tag the rabbit, the rabbit immediately becomes the hound and chases the former hound. Players should be encouraged not to run for a long time, but to run into some group and so change runners frequently. After the game has been going on for a little while have one of the ones holding hands in